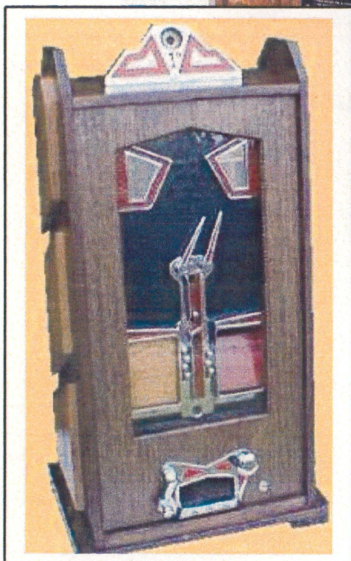


Mechanical Memories Magazine

ISSUE 7

NOV. 2006



*In this issue:
Bryan's Payramid
Coventry Auction
Rock-Ola Pintables – part two
Machines for sale and wanted
And loads more!*

Mechanical Memories Magazine

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Editorial

Hello again. Well, it would appear that this month is going to be hectic, to say the least. The last few months have been fairly quiet on the slot front, but that's about to change! We kick off with Jukebox Madness on the 4th and 5th, and then Christies on Tuesday the 7th. Then the big one! Since the last issue of the magazine, Jeremy and I have had an incredible response to the Coventry auction, which by the time you read this will be only a week or so away. There are over 150 lots catalogued, with a few late entries expected. If you haven't already ordered your catalogue, do so now. Entrance will be by catalogue only, so don't take a chance on turning up on the day hoping to buy one on the door. If there are none left, you won't get in! More of the auction on the following pages. I have news that on the following Saturday (18th), Anna Carter, of Carters' Steam Fair, is holding an auction to include fairground rides; memorabilia; glassware etc. and I understand a small number of slot machines will be included. Unfortunately, I don't have any further details regarding venue etc. so keep your ears to the ground!

As if all that was not enough, we've got a new book too. Nick Laister's book 'Pennies by the Sea: The Life and Times of Joyland Amusements, Bridlington' is now available, and it is thoroughly recommended. It is available from Dave Lavender (see page 25) or if you can't wait that long, I shall have some for sale at Jukeboxmadness.

This issue of the magazine has been another where I've had difficulty cramming everything in. After issue 1, a number of people asked if I would be able to find enough material and adverts to fill the magazine each month. Well, so far it hasn't been a problem; quite the reverse in fact! Anyway, I've made sure the feature on Payramid has made it this time. It was originally intended to continue on from 'The History of the Wall Machine' in last month's issue, but there just wasn't room. And talking of wall machines, the next one in the series will be allwins. I need some help with this, in particular good quality pictures of early French and German machines.

And finally, you'll remember I was unable to print a picture of my crusader last time, due to a 'dead' camera. Well, the day the magazine dropped on everyone's doormat, I received an email from Melvyn Wright with lots of pictures of his machine attached. Now that I've got the pictures, I think I shall probably feature the Crusader at some time in the future, as I'm sure it will be of interest to many. If there's anyone out there who has never seen one, it's on the front cover, in glorious colour! Thanks again Melvyn.

Look forward to seeing you all in Coventry

All the best

Jerry

Coventry, 12th November

As I've stated on the previous page, we have received some great support for this event, both from vendors and those who have already reserved catalogues. A good number of sales tables have been booked too, offering books; paperwork; machines; spares etc and of course, I shall be promoting the magazine. The event will start at about 10.30, allowing plenty of time to catch up with old friends and maybe make some new acquaintances. The auction will no doubt form the focal point of the event, and will commence at about midday. Over 150 lots have been catalogued, and Jeremy and I are extremely pleased with the diversity of machines that have been entered. As would be expected, there is a nice selection of allwins, including: Whales; Parker; B.M.Co; Hawtins, plus one or two older machines. There is a good selection of other wall machines, including a few rare French machines and an extremely desirable B.M.Co machine. Bryan's machines are well represented and include: Allsport; Clock; Hidden Treasure; Fruit Bowl and a Bullion. And of course, one-armed bandits. Also included are a number of early pinballs and some nice trade stimulators. Other lots include a good selection of hard to find books, plus the usual coins and odds & ends. So, unless you're really fussy, or already own everything, I think there's something here for everyone! If you haven't already done so, please order your catalogue now. Do remember that entry is by catalogue only, so if you don't have a catalogue, you won't get in! I really hope this event receives the support it deserves. Jeremy and I have been working extremely hard to make it a success, and remember, this is your day.

Be there!
See you in Coventry.

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Vintage Slot Collectors' Day and
Auction***

The Sphinx Club, Sphinx Drive, Coventry CV3 1WA

**on
Sunday 12th November 2006**

* * * * *

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Spotlight Bryan's Payramid

As a continuation to last month's 'The History of the Wall Machine', this time in Spotlight, I'm featuring the greatest catcher of all time, and everyone's favourite.

In the early years of his business, William Bryan had demonstrated an extraordinary talent for designing and manufacturing machines which can only be described as special; in all respects, Bryan's machines 'were so different'. It was in 1934 that William Bryan introduced his greatest machine ever; a game which he would never better or even equal, and many would say, neither did anyone else: *Payramid*. These incredible machines were manufactured during five decades, and the numbers produced (over a thousand) were only surpassed by Bryan's two versions of the *Clock* combined, and possibly *Elevenes*. They were still actively marketed in the 1970s, and although no figures are available, it is known that they were still manufactured to order in the 1980s, by which time they had become collectors' items.

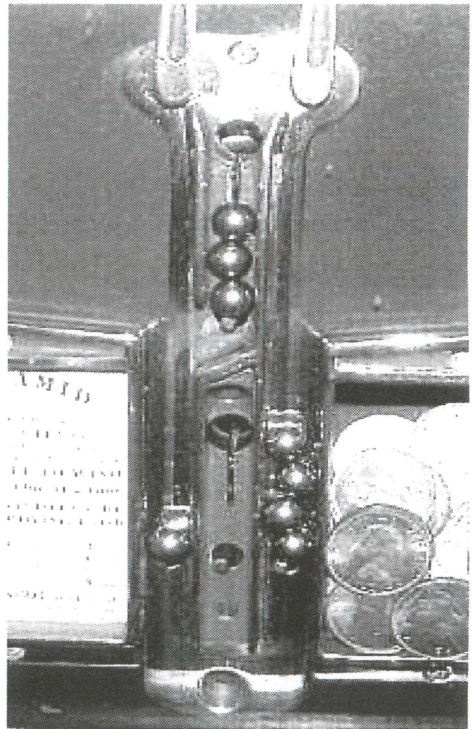
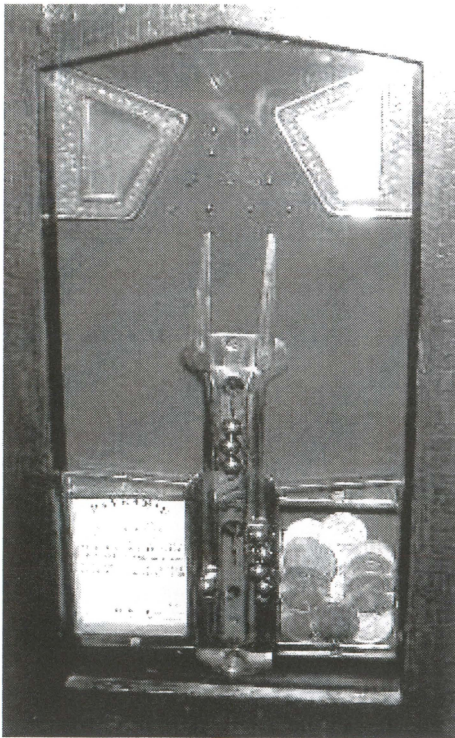
As catchers go (and indeed, any other mechanical slot machine), *Payramid* is an extremely complex machine; both in it's mechanism, and game play. However, to the casual observer or even first time player, it is merely a multi ball, multi payout machine. There are many collectors out there who revere the machine without fully understanding just how complex it is, and some who don't even care..... it's just a great game to play! So what is it exactly that makes this such a special machine? Well, let's start by looking at the game cycle. On insertion of a coin, eight balls are released ready for play. The player uses a crank handle to raise the balls to the top of the playfield, one by one. As each ball falls from the top of the playfield, the player turns a knob to control a pair of fingers (the catching medium) in the centre of the playfield, endeavouring to catch the balls between them. All successfully caught balls are held in a central stack, and the fifth ball caught pays out two coins. As the player has eight balls to play, if he catches the first five, he'll still have three left. Each successive ball caught after the fifth pays a further two coins, and if he is lucky enough to catch all eight, the last ball, in addition to paying two coins, will also release the jackpot. Having released the jackpot, the last ball is then recycled, so in theory, if the player catches this ball every time it is played, the game will never end (although in practice, there's a greater chance of winning the National Lottery.....without a lottery ticket)!

This, in itself, is a brilliant game; as frustrating as it is rewarding, and perversely rewarding in it's frustration. It is easy to understand why it was so popular for so long, and even now it is one of the most popular machines that I operate at Brighton. But for many collectors, the appeal of this machine goes far beyond the game. There must surely be no other purely mechanical slot machine that commands the same appreciation for sheer mechanical ingenuity that many collectors have for *Payramid*. It is not practical to explain the entire mechanism here, there's just too much of it! But I have plans for a series of articles, sometime in the future, to give a step by step explanation of exactly

how *Payramid* works. This will be no mean feat, but now that I've been foolish enough put it in print, I'm sure there will be plenty of you out there who will develop the memories of elephants! So I'm sort of committed now. However, for the time being, let's take a closer look at the machine's cycle.

First, note that there are just two controls on the machine. At the bottom right of the playfield is situated the knob which the player uses to move the fingers from left to right. This knob does no more; it just moves the fingers. However, on the bottom left of the playfield is one of William Bryan's greatest achievements. The player turns the crank handle to raise the balls to the top of the playfield, and as far as he is concerned, this is its sole purpose. But this crank controls the entire game. With the exception of the initial ball release, every action in the machine's cycle is actuated by this one control, and the way in which many movements are achieved is quite remarkable.

Before a game commences, the eight balls will be held captive in up to four stacks situated symmetrically on the playfield: the first win stack, holding the first four caught balls; the secondary win stack, holding subsequent caught balls; and the two lost stacks



Payramid's symmetrically arranged playfield, showing the first win stack directly below the fingers; the secondary win stack below (empty) and the two lost stacks either side. Note too, the symmetrically placed instructions on the left and jackpot on the right.

situated either side of the win stacks. On insertion of a coin, all balls are released simultaneously and fall to the bottom of the playfield, ready for play. As the player turns the crank handle, the balls are raised to the top of the playfield. The method of achieving this is by the 'perpetual ball tube' system. I described this method of ball delivery back in issue three (Steer-a-ball) so I won't repeat it here. However, it should be noted that many attribute this system to William Bryan, which is entirely wrong. The earliest machine I have which uses this method of ball delivery is Bradley's *Crusader*, which I described briefly last month. This only predates *Payramid* by a couple of years, but older machines utilising the same system include the Saxony *Circle Skill* machines, and I recently came across a much older Saxony machine, probably early post WWI, using the same method. So I think it's safe to assume William Bryan copied this method of ball delivery from others, not vice versa! Nonetheless, it was an excellent choice for the *Payramid* (and indeed other Bryans machines), giving a smooth, practically idiot-proof method of raising balls.

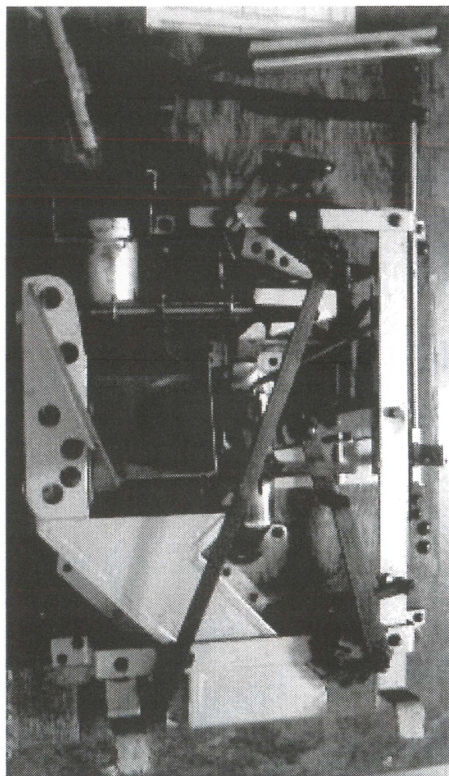
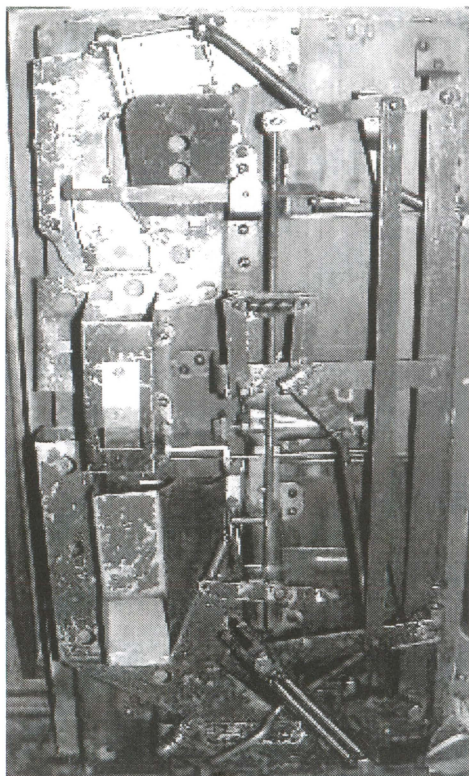
As each ball falls from the top of the playfield, the player attempts to catch them between the fingers. One of the aspects that made Bryan's machines popular with operators was the 'operator variability' William Bryan built into many of his machines. *Payramid* is no exception, and the gap between the fingers is fully adjustable between 'really easy' to 'bloody impossible!' This feature is, to my knowledge, unique among all catchers (with the exception of Bryans' later *Retreva*) and would have afforded operators the ability to set-up their machines according to individual site conditions.

Descending balls will fall into one of three stacks. All balls caught between the fingers fall into the first win stack, directly below the fingers. Any missed balls fall into one of the lose stacks either side. If the player misses the first four balls, he's lost. There's nothing he can do to recover the game, although from watching players at Brighton, I can confirm that most play-on (although this may be because they don't understand the game)! However, if he catches the first four balls he has everything to play for. Now, here's the clever bit. The fifth ball caught will fall into the first win stack, but will not remain captive. It falls back into the machine's mechanism through a hole at the top of the stack, and becomes the 'missing link' in the machine's payout system. As the player turns the crank handle to feed the next ball, the winning ball forms a connection between the crank handle and the payout mechanism, and the machine will payout two coins. This ball will then be fed back to the playfield and drops into the secondary win stack, directly below the first stack. All successively caught balls will do the same, each paying two coins, until the secondary stack is full (it takes all eight balls to do this). At this point the eighth ball drops back into the machine and couples the jackpot release mechanism with the crank handle, and the contents of the jackpot are paid out (in addition to the eight coins the player has already won).

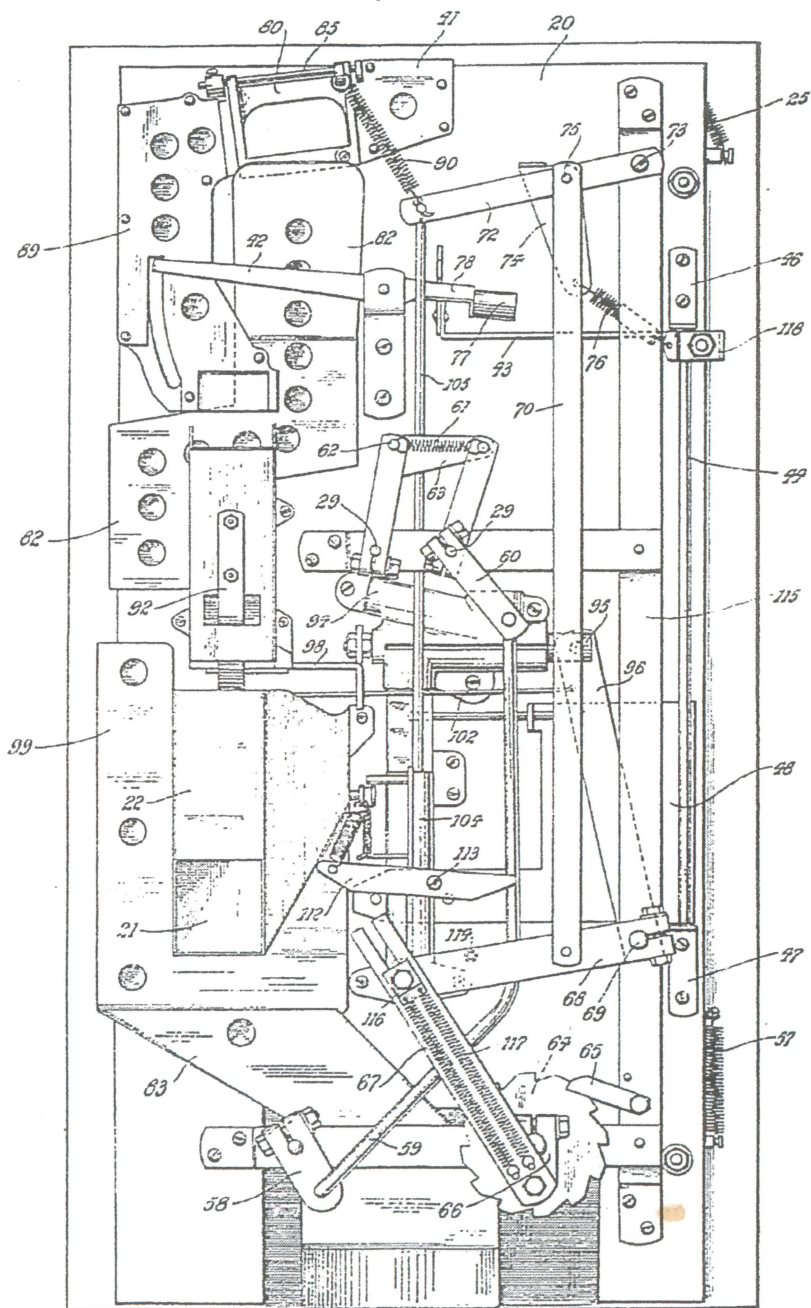
However, the game is not yet over! This last winning ball is then recycled, and becomes the ninth ball. In the entirely unlikely event that the ball is caught, the machine will pay out a further two coins, although the jackpot, of course, can only be won once. Theoretically, the ball will be continually recycled until the player fails to catch it, although at some point the machine's reserve will run out, thus making the continuation of the game somewhat pointless!

As I've stated earlier, the mechanism of this great machine is complex, and incorporates many unique features. One feature that has always fascinated me is the fact that it pays out during the course of it's cycle, rather than at the end, and I can think of no other machine that does this. Another noteworthy feature is that if a player abandons the game during the course of it's cycle, on insertion of the next coin, the machine will reset itself to the start position. This again must be fairly unique; I can think of far less complex machines that I've operated over the years which are completely bugged if the player walks away from it!

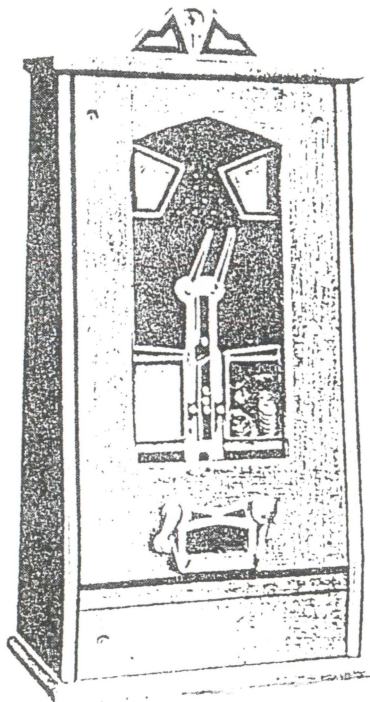
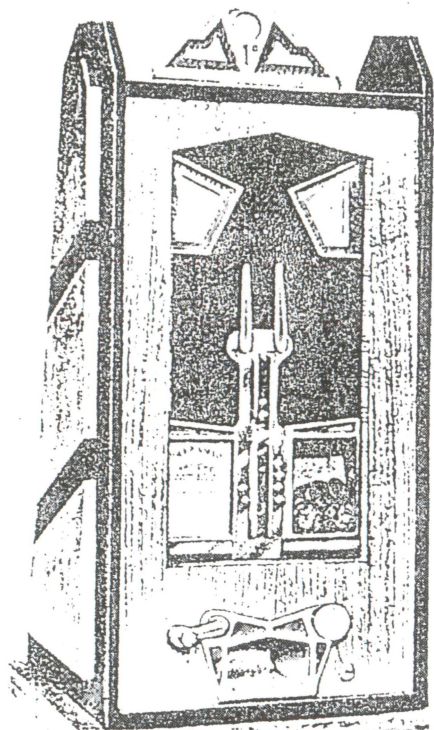
As if all of this was not sufficient achievement, in 1960 William Bryan redesigned the *Payramid* and created a simpler mechanism, which did exactly the same job as the original version. Over the preceding quarter of a century, certain features of the earlier mechanism had proved unnecessary; simpler solutions were found for certain aspects of the machine, and some parts were completely altered (one of these being the ball release mechanism).



The two different Payramid mechanisms. On the left, the original version, and on the right, the 1960 version. The considerable differences between the two should be evident.



There are three distinctive versions of *Payramid*. The original design was available in two case versions: the standard 'fancy case' and the showmans' case. The fancy case is a sort of art deco design of relatively light construction, with the cash box accessed via a removable panel on the right-hand side of the machine. This version seems to be the most common survivor, and is probably the one most favoured by many collectors. The showmans' version is of much sturdier construction, robustly constructed from solid oak in order to endure the sometimes rough handling during the building up and pulling down of travelling arcades. Note that on the showmans' case, the cashbox door is situated in the more conventional position, at the front of the machine.



Above, catalogue illustration of the two original versions of *Payramid*. On the left, the fancy case and on the right, the showmans' version. They haven't quite got the scale right here; the showmans' version is considerably higher than the fancy case, due to the front access cashbox.

Opposite page, patent drawing of the main mechanism, viewed from the back of the machine. Much of the detail is obscured in this drawing, and in order to fully explain the mechanism, a dozen or so drawings were required.

(The full patent can be viewed in the 'Achieve' on the pennymachines website).

The third (1960) version is different in all respects. The game is exactly the same, but as stated earlier, with a radically re-designed mechanism. The playfield is the same as the earlier version, however, as the coin acceptor/ball release mechanism is completely different, the coin entry is situated to the top right of the playfield rather than at the top of the machine. The case is a hybrid of the original fancy case and showmans' case. It still has the art deco appearance of the fancy case, but with the cashbox door at the front, as in the showmans' version. The construction of the main door is similar to Bryan's allwins: four pieces of wood held together by four corner castings, and as with the allwins, the top right casting also incorporates the coin entry.

The Showmans' version is by far the rarest, and has always been my favourite. Over the years, I've had many opportunities to acquire a Payramid, but had always held out for the Showmans'. I finally found one a few years back, and if I had to choose just one machine from my collection that I would never sell, this would probably be it. It should be noted that *Payramid* is not rare, they just don't become available often; when you've got one, you hang on to it!

So this is truly a brilliant machine. We'll never know the time William Bryan spent creating this masterpiece, and the sleepless nights spent pondering and solving complex problems. The great game concept and the ingenious, complex mechanism, didn't just happen overnight. It must have taken several years of painstaking design, trials and experiments to perfect. Even the ascetics of the machine must have taken much careful consideration. It's easy to take for granted the symmetrical layout of the playfield, but this in itself is a masterpiece of ingenuity.

Rare inventive genius like this doesn't go away; you either have it or you don't! And in 1946, William Bryan introduced what many consider was intended to be Payramid Mark II: *Retreva*. Although *Retreva* is now highly sought after by collectors, and commands extremely high prices, in it's day it was nowhere near as successful as *Payramid*. William Bryan had allowed his inventive genius and passion for machines to overtake commercial considerations. The new machine was too complicated for the first time player, who just didn't understand it. This is not a great way to encourage repeat play, and if a machine isn't popular with players, it won't be popular with operators. Consequently, the numbers sold were less than half those of the later version of *Payramid*, and considering this was introduced fourteen years after *Retreva*, it is not a great sales record.

At sometime in the future, I shall feature *Retreva* in these pages, as it is a worthy and popular machine. But for my money, *Payramid* is the classic of classics, and few would dispute that had William Bryan achieved nothing more in his life, *Payramid* would have been enough.

I should like to thank Melvyn Wright for allowing me to use some of the pictures from his website (see next page). Thanks too, to Jez Darvill for allowing me to use the picture of his machine (inset front cover), which can also be seen on Melvyn's site

Some time ago, I promised Melvyn Wright I'd give his website a plug in the magazine. Having featured the Payramid in this issue, I thought now might be a good time to do some plugging! When I asked Melvyn if there was anything specific he'd like me to say about the site, he replied "Just tell them how brilliant it is." Well, I suppose there's not a great deal I can add to that. If you're into one armed bandits or trade stimulators, then this probably isn't the site for you. But for Bryan's machines, this is an invaluable resource for information and pictures, particularly of some of the rarer machines. As an example, there are some great pictures of a Bryans Pendulum, found in derelict state in Belgium. I, like many others I'm sure, have never seen a Pendulum, and I'm looking forward to seeing this one when it's restored! Every Bryan's machine is covered on the site, some more fully than others, and there are some great supporting pictures.

Users of the site can advertise Bryan's machines; spares; paperwork etc., for sale or wanted, free of charge in 'Collectors Corner', which can also be used as a forum, allowing collectors to exchange messages (although this doesn't work in the same way as the pennymachines site).

So, if you're after specific information about any Bryan's machine, or just fancy a browse, this site is definitely worth a visit. Highly recommended!

Pennies by the Sea

The Life and Times of Joyland Amusements, Bridlington

You will remember a while back, I announced in these pages that Nick Laister was in the final stages of completing his new book, relating the history of Bridlington's largest amusement arcade. Well it's finished and is now available. I had intended a full review for this issue, but as you can see, I'm a little short of space! I can say, however, that this is a book that everyone will want. Make no mistake; this is no picture book (although there are plenty of pictures included). It is a thoroughly researched account of the history and development of this massive palace of fun, and the lives of those involved in it's evolution. Talking to Nick only a couple of days ago, the book was eight years in the making, the result being a well crafted historical account of what was once the largest amusement arcade in the country. The book is a must for anyone interested in slot machines; amusement arcades; fairground; amusement parks (in fact, everyone reading this magazine). It can be ordered from Dave Lavender (see page 25) who will also have a good supply for sale at the Coventry auction. And if you can't wait that long, I shall have some for sale at Jukebox Madness.

Rock-Ola Pintabes Part two

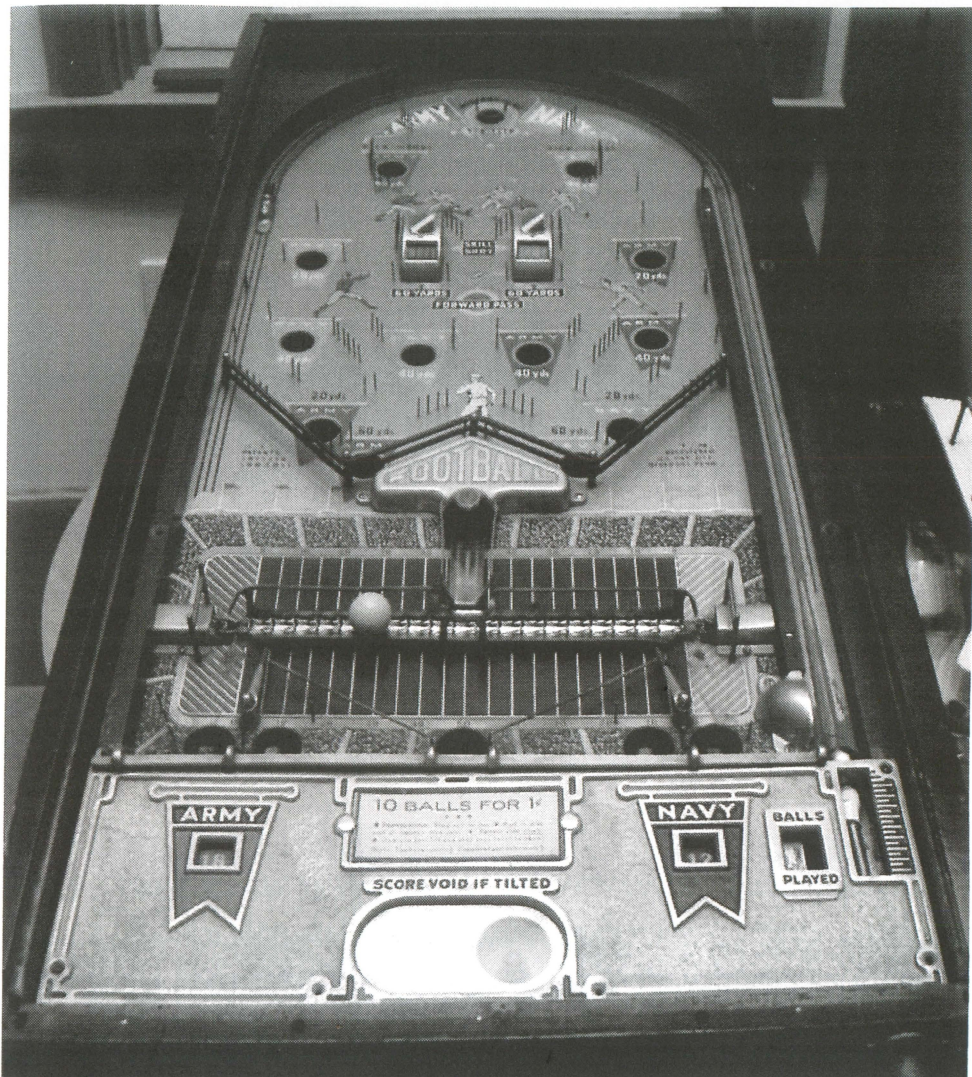
By David Lavender

Army Vs Navy (1934) was probably the most ingenious all-mechanical pinball ever made. Rock-Ola attempted to trump World's Series, their earlier hit of the year, by simulating another favourite American sport. The perimeter ball track was abandoned in favour of the now conventional single run to the top, making space for more play features, and in place of a baseball pitch in the lower playfield was an American Football pitch with a little football on a chain conveyor. Ten balls were shot at targets in the upper playfield, and the football advanced accordingly (from 20 to 60 "yards") towards the Army or Navy goals (with a "mystery" target directing it 60 "yards" either way).

On Jigsaw players had to mentally tot-up the score from the flipped pieces at the end of a game; they only had to count balls in the dug-out on World's Series. Army VS Navy took automatic scoring a stage further by providing three mechanical counters, registering balls played and goals scored on each side. However, like World's Series, its innovative features could not counteract the severely limited appeal of its American sports theme in Europe. Although Sheffras Novelty Company did import some, it is one of the rarest pinballs in Britain today.

Army VS Navy was the last word in elaborate all-mechanical pinballs: literally, because electricity opened the way to backglass scoring and many other eye and ear catching sensations. Battery operated machines were becoming the norm towards the end of 1934. At the same time there was a trend towards pinballs with automatic payouts. Although it entailed a move away from amusement value features, and the arrival of the one ball machine, the offer of cash rewards attracted more play. It was not long before it also attracted the attention of the authorities: the gambling stigma remains with pinball to this day.

Rock-Ola was involved in all of these trends. From 1934 the company's production of pinballs peaked with Lucky Strike, Flash - the first pinball to award free games for high scores (or making the "free play" hole) and Gold Rush - a one ball combination replay/payout pinball, with the "free play" holes cunningly masked by playfield obstacles. Bomber, of 1935, anticipated the mood of war, which was about to bring pinball production to a halt, and Big Game in the same year, with its "staccato bark of rifle fire" provided an early example of sound effects. The following year, Totalite, a five ball game, introduced automatic electric scoring in the form of small light bulbs behind a backglass - a method used until the mid 1950's. If the ball reached the kicker hole at the top of the playfield, a solenoid catapulted it up an elevated runway. In 1937 Rock-Ola attempted to repeat the triumph of Jigsaw with Jig Joy, using bulbs to illuminate a puzzle in the backbox. Very few were made before America entered the war

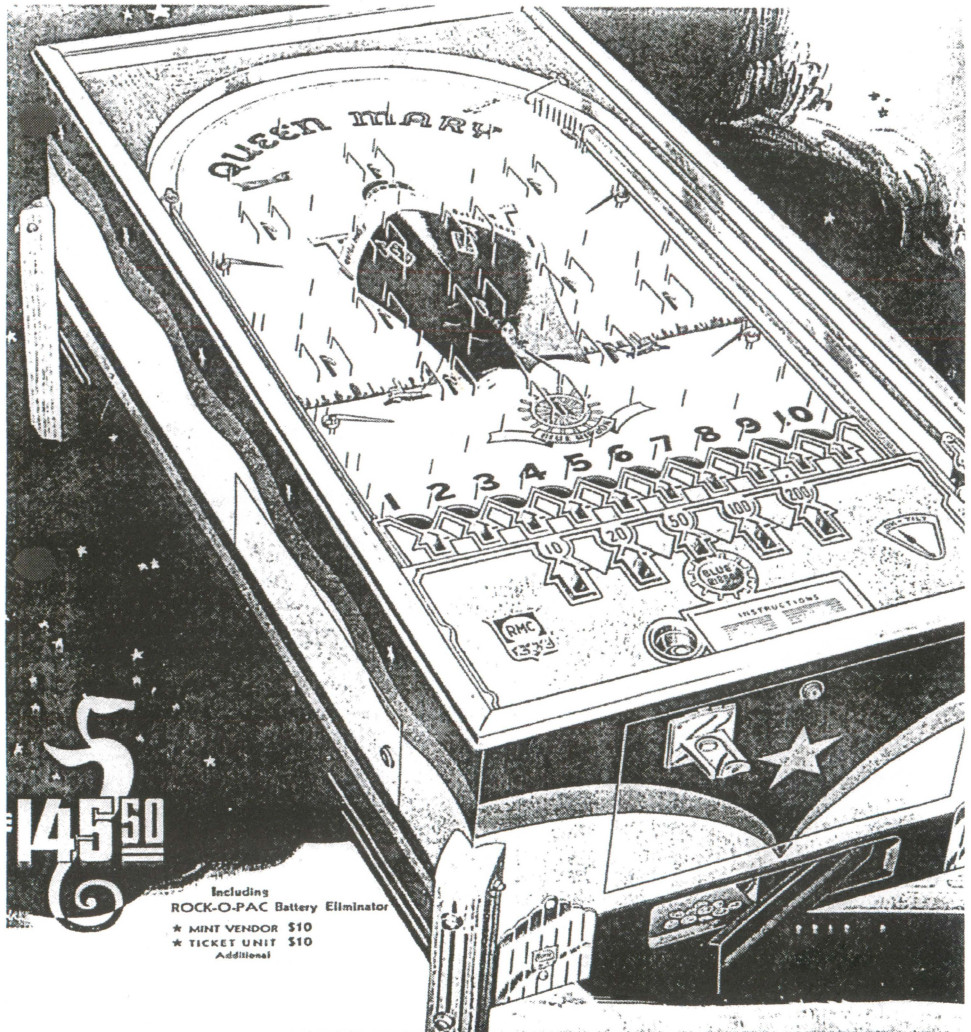


The mood had changed, and the increasing intolerance of pinball by the authorities had already encouraged Rock-Ola's diversification into other areas.

The introduction of their first Multi-Selector jukebox in 1935, heralded the start of a new chapter in the company's fortunes. It made a big impact and stole the limelight in 1936 by becoming the jukebox chosen for the Cunard luxury liner Queen Mary. Rock-Ola celebrated this coup shortly afterwards with Queen Mary, a pinball bearing the image of the ship on the playfield.

The Office of Production Management prohibited the manufacturing of pinballs in 1941. Limited jukebox production was permitted, but by 1942 Rock-Ola's considerable manufacturing capacity was turned over entirely to rifles and ammunition boxes. Unlike Bally, Gottlieb, Williams and others, they never returned to the pinball fold. They didn't need to, thanks to their success in the less controversial field of music machines. Although they produced over 60 different pinballs before the war, "Rock-Ola" now means "jukebox", and their early and significant contributions to this game are often forgotten.

I am indebted to Dick Bueschel's book *Pinball 1* for some of the facts and figures.



LIST OF KNOWN ROCK-OLA PINTABLES:

JUGGLE BALL	1932
WINGS	1933
JIGSAW	1933
WORLD SERIES	1933
ARMY VS NAVY	1934
LUCKY STRIKE	1934
GOLD RUSH (pay-out)	1935
FLASH (pay-out)	1935
21	1935
BIG GAME	1935
T-N-T	1935
SCREAMO	1935
DELUXE (1-ball pay-out)	1935
SQUADRON	1935
GOLD AWARD	1935
TROJAN	1935
BOMBER	1935
FLASH LITE	1935
DELUXE	1935
STAMPEDE	1935
SHIP AHOY	1935
FORTUNE	1935
TRANS-ATLANTIC	1936
DITTO?	1936
HOLLYWOOD (1-ball pay-out)	1936
TOTALITE	1936
ALAMO (1-ball pay-out)	1936
CREDIT (pay-out)	1936
QUEEN MARY (1-ball pay-out)	1936
BIG BANK NITE (pay-out)	1936
MONTE CARLO (1-ball pay-out)	1936
DRAW BALL (pay-out)	1936
ONE BETTER (pay-out)	1936
TRAP SHOT	1936
MAGIC PINS (1-ball pay-out)	1937
GLOBE TROTTER	1937
JIG JOY	1937
ACROSS THE BOARD (pay-out)	1938
EASY STEPS	1938
3-UP (pay-out)	1938

A most unusual machine?

By Pete Barson

Over the last few years I have got to know Arthur Bolland jnr quite well (son of the family who made the working models). When the factory closed in the mid 1970s I was told that his cousin had bought most of the redundant stock. I had spoken to the cousins many times, them being in their nineties didn't want to sell anything, so I gave this up as a bad job. A couple of years had passed and Arthur phoned me saying that his cousin had died and that his wife was now downsizing, and was willing to sell a few bits.

I made arrangements with their son, and headed down one Sunday. I didn't know what I would find, but I had many visions of boxes of parts for working models. But all these bits had been disposed of over the last twenty-five years. We located the house and had a very warm welcome. On entering the hallway I spotted a nice Oliver Whales Four Square in mint condition, it had been bought in the early 80s and had only ever been used for storing light bulbs in. There was also a shooting game, a Bryan's Clock which was in a very poor condition, and in a corner stood a machine front which turned out to be a very interesting game, which I think was made by B.M.Co. I managed to buy all the bits and headed off home. As soon as I got home I started to fiddle with the front, which turned out to be a very good game. A friend of mine made a cabinet for me, and gave the machine a good clean up. The game plays like this:

When you insert a penny and pull down the flicker handle, the centre disc revolves. The disc also revolves when you flick the coin. The centre of the disc has been cut away, thus enabling the coin to return home. It is a very hard machine to win on, but very addictive. It is also fairly reliable.

Pete

Many thanks for telling us about this most unusual machine Pete, and for relating the story of how you came to acquire it. It is certainly a very interesting game, and indeed, extremely rare I should think. B.M.Co were certainly masters at coin return machines in the 1930s, and one wonders how many others there are out there that are not widely known, or have lain undiscovered all these years. Your machine was certainly a great find, and I wonder if anyone out there has ever seen another. It would be good to be able to put a name to it. If anyone can help, please let me know.



Lineage ads. are free to subscribers and will run for two issues, unless you instruct me otherwise. Please ensure I have your ads. by the 20th of the month for inclusion in the next month's issue. Remember to include your telephone number and the area where you live. Post or e-mail to the address on page 2

For Sale

Allwin flickball by Ruffler & Walker. This machine can be seen in the Dads' Army episode 'Menace from the deep' when the platoon get marooned on the end of the pier, in the amusement arcade.

Phone 01768 341703
Mobile 07854 568748

Wanted

Any Wonders machines, especially Boomerang. Good price paid or have loads of things to swap.

Pete 01295 730005 (Banbury)

For Sale

Early Ice Hockey Table, in good working order, on old penny play. £350
Small Ski-ball on stand, in good working order. Rare machine. 1d play. £800
Square Mutoscope, Old penny play. £700

John 01273 608620 (Brighton)

Wanted

Does anyone out there have four cast feet for a Novelty Merchantman streamline crane. Would prefer originals, but re-casts acceptable. Also require boat bridge casting that fixes to back mirror.

nigelandregeorge@btopenworld.com

For Sale

1960s small 20" x 13" wooden 3 column (pull drawer) cigarette vendor on old coin. Two columns on 2/6d and one on 2/- in excellent condition and working order £45

Johnny 01332 363542 (Derby)

Wanted

A digital photograph of the marquee of an Oliver Whales 'Players Please' allwin.

Email: Peter.Janus@alcoa.com.au

Wanted

Old painted ex pier, amusement park or fairground arcade signs (nothing modern).

Johnny 01332 363542 (Derby)

For Sale

French Crane. £1900 o.n.o.
Novelty Merchantman Crane. £1900 o.n.o.
Both cranes are in very good condition.
Must sell as may be moving soon.

Pete 01295 730005 (Banbury)

For Sale

Rare Bryans allwin, 3 Ball Folks in red fleck streamline case. Very nice original condition, with original locks. £1850

Tony 07974 460742 (Essex)
vanessa.raye@tesco.net

Wanted

Does anyone have spares for arcade cranes? I need a claw and a playfield. If you have any spares I would like to buy them, as I am restoring two cranes.

Mike 07812 248474 or 0208 597 7449
Dower57@aol.com

Wanted

I am seeking any machines which relate to WWI or WWII or have an aviation theme. I am willing to pay very good prices to add machines to my collection.

Email: garywood@ntlworld.com

Wanted

Animated Amusements 1970s 'Chamber of Horrors', also Sidney Knows and any interesting (cheap) working models.

Darren 01942 732308 (Lancs)

For Sale

'Penny in the Slot Automata and the Working Model' by Darren Hesketh. £35 + £6 U.K. p&p. (retails at £100)

Dave 01747 840842

For Sale

'Goalie' ball shooter fairground game, needs attention. £25 to clear.
'My Wild Life' 1975 biography of Jimmy Chipperfield. Good condition. £15

John 01273 608620 (Brighton)

For Sale

French Crane. £1900 o.n.o.
Novelty Merchantman Crane. £1900 o.n.o.
Both cranes are in very good condition.
Must sell as may be moving soon.

Pete 01295 730005 (Banbury)

Wanted

Ruffler and Walker two player games:
Grand National and Grand Prix.

Charlie 07711 978806 (Essex)

For Sale

'Coinacig', 1930s allwin on old penny play. Has individual ball cups and all original cards inside door. Payouts can be changed just by moving a cam, and can pay just cigarette, cigarette + coin, coin + cigarette + free ball, just coin + free ball etc. The machine has never been restored and is in immaculate condition overall. Has original locks and keys and is 100% original. Quite a broad, stocky machine with the little roof to prevent cups etc. from being placed on it. I don't believe a finer example of this machine has survived.

01768 341703 or 07854 568748

For Sale

Aristocrat Regal, chrome front console bandit. All mechanical with light up front. £2.50 Jackpot. G.W.O. on 2p play. £295
Aristocrat 'War Eagle front' mechanical bandit. With keys, on 2p or 10p play £275
Ring or email for photos.

Tony 07974 460742 (Essex)

For Sale

O. Whales Lucky Twelve for restoration. Case in sound condition, no parts missing, slight damage to backflash. Chrome fair. Working on 2p play. £300

Jerry 07710 285360 (Kent)

Wanted

I am trying to obtain a 1950s O. Whales U Select It football theme allwin. I am willing to pay top price for the above item in good condition.

Andy 0208 527 1673
Email 1673andigspurs@yahoo.co.uk

SPARES AND COINS

For Sale

New old stock, Bryans square Yale locks, with two keys. £10 each, plus £2 p&p

Tony 07974 460742 (Essex)
or email vanessa.raye@tesco.net

For Sale

Lowe & Fletcher and Yale locks. Will fit most Bryans machines. £12 per lock.

Tele. 07816 152111
Email jn168@aol.com

For Sale

Bryans Clock Face and Instruction Cards. For either 6 win or 12 win. Perfect copies. Laminated or paper. £12 inc. UK postage. Topflashes for the following O. Whales Allwins: Double Six; Have a Go; Easy Perm; Playball; Each Way. Perfect copies. Laminated. £12 inc. UK postage.

Charlie 07711 978806 (Essex)

For Sale

Some Mills and Jennings repro reel strips left. £10 per set
Some original award cards – enquire.
Mills 5c and 25c original sets of payout slides. £30 per set

Peter 01304 822485 (Kent)

The Mutoscope Man

Large range of mutoscope parts available.
Part or total restorations undertaken.

John Hayward
01273 608620 (Brighton)

For Sale

Radial pin cam locks. 30mm barrel length, 19mm (3/4") diameter. High quality, high security. Supplied with two keys. Ideal for Bandits, Jukeboxes, Pinballs etc.
£6 each, 2 for £10 inc. U.K. p&p

Cheques to:

Jerry Chattenton

10 Bedford Road, Dartford DA1 1SR

Machine Tokens/Coins for Sale

Brass 3d £3 per hundred
6d CAS bandit tokens (mint) £10 per 500
3d (holed) fruit machine tokens £5 per 500
1d allwin tokens £2 per 100
1/2d coins £1 per 100
U.S.A. 1c coins £1 per 50 tube
Also available U.S.A. 25c
French 10 & 25 centimes
Clown and Handan-ni tokens £3 per 10
Please phone with requirements.
Not viable to post, so can be collected from Jukebox Madness.

Tony 01622 820263

Fortune Teller Cards

Criss-cross cards

typed or hand written, various types.

Small Argyll type

for drawer puller wall machines. Future husband, Career, baby etc. Love letter, palmistry, fortune – full range.

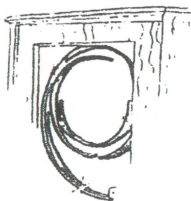
Green ray cards

hand written in green ink.

All printed on very thick card – as per originals. Orders for small or large quantities welcome.

Phone for details.

Clive Baker 01489 784038



ALLWIN TRACK

Grooved & chromed just like the original.

Inner with flat & nipple
17½" inside length
Middle 18" inside length
Outer 40" inside length

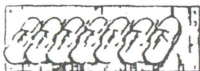
ALLWIN SPARES

From Stock

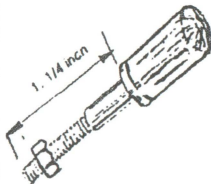
Nostalgic Machines Ltd.
P.O. Box 32, Wombourne,
South Staffs WV5 8YS
Tel / Fax 01902 897879



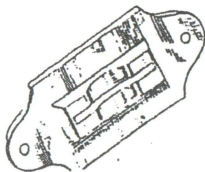
Win Tabs Red printer
on Silver foil sticky
backed 12 on a sheet



CHROMED 7 ball win
gallery. 6 x 1. 9/16



CHROMED THUMB
STOP



COIN SLOT
to suit 2p but can
be filed bigger

PRICE LIST

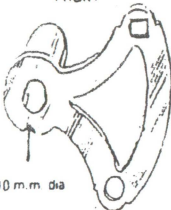
N01 Win Tabs (12 per
sheet) £15.25

N02 Ball Gallery £12.55

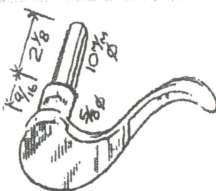
N03 Thumb Stop £6.25

N04 Coin Slot (2p)
£9.25

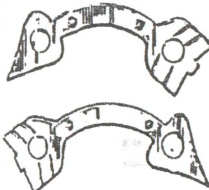
CHROMED TRIGGER
FRONT



10 m.m. dia



TRIGGER



CHROMED ARROWS
Reversible.

N05 Trigger Front £9.25

N06 Trigger £12.25

N07 Payout Arrow
£2.55

N08 Payout Bowl &
Surround £15.55

N09 Payout Knob
Shield £9.95

N10 Payout Knob &
Sleeve £11.95

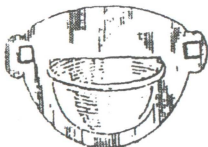
N11 Ball Hammer £4.95

N12 Ball Cups
1-5 £9.99each
6-10 £7.99each
11+ £5.99each

N13 Spandrells £14.99

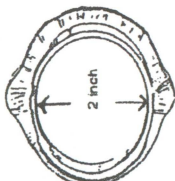
N14 Allwin Track
inner £19.00
middle £19.00
outer £23.50
set of 3 £47.00

CHROMED PAYOUT BOWL

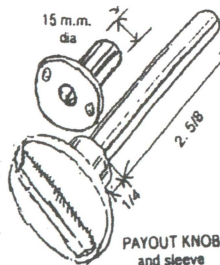


2.5 inch dia cup 2 x 0.25 inch fixing
squares at 3.75 inch centres.

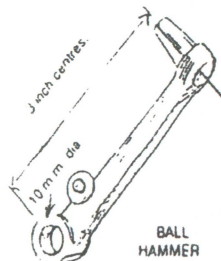
CHROMED KNOB SHIELD



2 x tapped M5 fixing holes on
extended nipples 2. 1/2 centres.

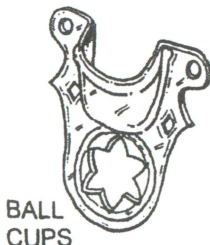


PAYOUT KNOB
and sleeve



BALL
HAMMER

SPANDRELLS



BALL
CUPS

All prices include
VAT @ 17.5% and P&P.
Discount for quantity
orders - please ring.

Wanted

Museum seeks the following:

***Crybaby * Pianist * Bolland Pharos
Twins * Kraft Churchyard
And any Ahrens working models***

**Must be complete and in working order
(no projects)!**

May have Bolland Burglar to P/X

Darren 01942 732308

For Sale

**Large range of
Allwin spares available**

**Email your requirements to Jez Darvill
Retreeva@ntlworld.com**

Or call 020 8394 1988 evenings

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The new book by Nick Laister



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or order online at: www.pennymachines.co.uk

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We will all be at Jukebox Madness!

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and
Mechanical Memories Magazine

* * * * *

Kevin Gowland
and
Tony Tipple

* * * * *

Charlie Booth
and
Mark Bristow